

5/5

IN THE CLAIMS:

Please amend the claims pursuant to 37 C.F.R. 1.121 as follows (see the accompanying "marked up" version pursuant to 1.121):

REMARKSCited Prior Art

Barry - used single token. Different players would have their separate tokens at the same location. Board would be cluttered.

Vogel - there is a set of pieces (7), (8) and (9). Each of the pieces (7) and (8) has one letter - an I, a Z or an N (which can be rotated to display a Z). The piece (9) has two letters - I and N. There are four of each of the pieces (7) and (8) and two of (9).

Various games can be played, like a checkers format, with the object being to arrange or move specific letters I, Z and/or N.

Subject Invention - tokens are parallelepiped with flat sides. Tokens of different players can be stacked on top of each other at a marked area.

GO - NO GO for each token is visible even when stacked.

No board clutter.

Easy to view status.

Serial No. 09/699,955
Response to Office Action dated October 9, 2001

Docket No. 1150/OH282
Page 2

3/5

1150/OH262
Serial No. 09/699,955

**MARK-UP OF CLAIMS FOR AMENDMENT
PURSUANT TO 37 C.F.R. §1.121**

1. (Amended) A board game apparatus designed to acquaint players with a predetermined region as represented on a map, said apparatus comprising:

a board having predefined directions thereon corresponding to directions on said map and including a series of marked areas forming a path extending about said board, each of said areas representing a particular locality within said region, having indicia therein identifying said locality, and being disposed on said board to correspond generally with the location of said locality on said map, selected ones of said marked areas on said board being designated as accessible only by indicated modes of transportation;

a multi-token means dedicated to a different player and being moveable for transportation along said path, said multi-token is a parallelepiped object with four sides and two ends each of at least three of the side surfaces having a representation of a different mode of transportation for use by the corresponding player, and the ends of the object also having thereon a respective GO and NO GO indication, wherein a plurality of multi-tokens can be stacked at a marked area with each multi-token having its respective GO or NO GO indication

4/5

displayed, each token to be moveable only with respect to marked areas
 corresponding to localities accessible by the corresponding mode of transportation;
 and
 means for determining the movement of each said multi-token means
 about said path.

WTD 159880803200105111111